

ABSTRACT OF THE DISCLOSURE

A computer system is arranged to automatically calculate a path along nodes in a virtual world. After the co-ordinates for the virtual world environment have been initially defined (40), including nodes along which a path may travel, the system automatically increases the density of nodes in the environment up to a desired density. New nodes are added between each pair of nodes which have line of sight to each other (44 to 47), dramatically increasing the number of available links and nodes. This is repeated until a sufficient density of nodes is reached and no more nodes are being added (48 and 49).